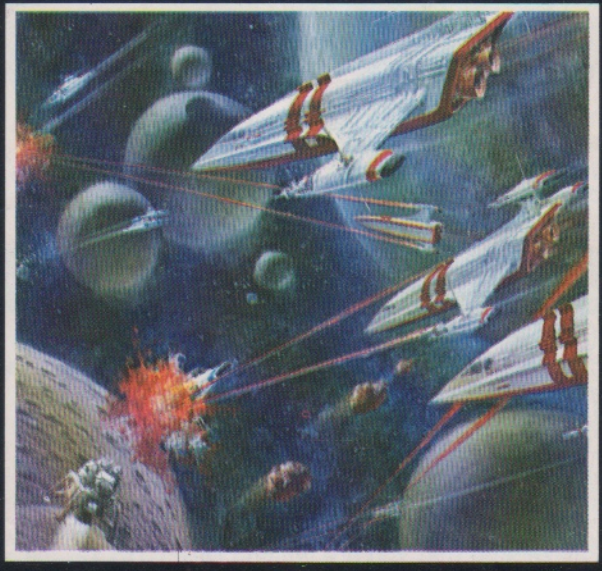
STAR SHIP™

GAME PROGRAM™

INSTRUCTIONS



ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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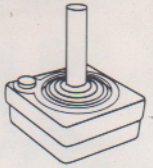
Use your Joystick Controllers with this game program. Be sure the Controllers are firmly connected to your **Video Computer System**™. See your Owner's Manual for details. Hold the Controllers with the red button to your upper left towards the television screen.



NOTE: To prolong the life of your Atari **Video Computer System**™ and protect the electronic components, the Console unit should be OFF when inserting a Game Program.

CONTROLLER ACTION

Controller action depends on the game being played. Details for Joystick Controller action can be found under each game heading. In all cases, hold the Controller with the red button to your upper left towards the television screen.

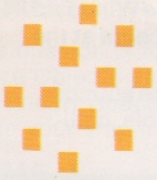
DIFFICULTY

Want to really test your aim in space? Slide the Difficulty Switch to the "A" position during **Star Ship**™ games and your laser missiles become weaker. This makes it necessary for you to hold the Enemy Space Objects on target longer.

Slide the Difficulty to "A" position during **Lunar Lander**™ games and you must be exactly on target before you score points. As you attempt to land the Lunar Lander on the moon, make sure that you are landing DIRECTLY on the moon target as you fire the landing rockets with the red Controller button.

STAR SHIP™

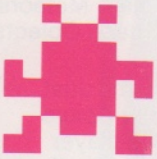
You're sitting in your Star Ship cockpit. And your television screen is suddenly transformed into the window of your Star Ship. With the Joystick Controller, steer the ship deep into space. A constant barrage of meteors whiz towards your window. Eerie Enemy Space Objects float from the darkest parts of space.



Asteroid
Cannot be destroyed.

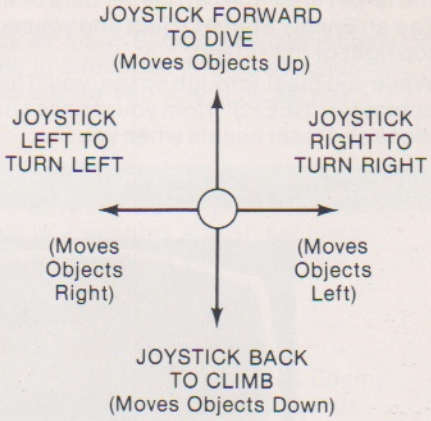
Star Fighter
1 Point

Flying Saucer
2 Points



Space Robot
3 Points

Space Module
2 Points



Joystick Action

The movement of the Joystick affects the direction you travel through space. For example, to avoid collision with space objects on your ship's left, steer the ship to the right by moving the Joystick to the right; dive by moving the Joystick forward; soar upward by moving the Joystick back towards you.

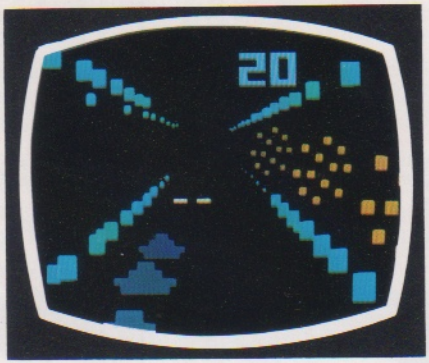
Your mission in space is to destroy Enemy Space Objects to score points. You are helpless against asteroids--they can NOT be destroyed. Lose one point when an Enemy Space Object or asteroid crashes into your ship. Score one point when you destroy a star fighter. Score two points when you zap a flying saucer or space module. A space robot is worth three points when you destroy it.

Destroy Enemy Space Objects with laser beams fired by pressing the red button on your Joystick Controller. Laser beams are only effective when the objects are in

the target area--the two center bars of the Space Window. Zap an Enemy Space Object and your score appears at the top right of the screen.

While you blast through space, you'll hear space sounds: computer "BEEPS" from your space ship controls, collisions and laser beams when you fire.

One Player Games



Space Window for Games 1,2,3,4

You are alone on these games. Your television screen becomes your Space Ship Window as you guide your ship deep into space with the right Joystick Controller. Meteors whiz past you. And on each mission, Enemy Space Objects take a different strategy.

Score points by destroying Enemy Space Objects. Just press the red Controller button when the Enemy Space Object is in the target area and ZAPPP! All one-player games last two minutes and 16 seconds. During the final 16 seconds, your score flashes off and on the Space Window.

GAME 1

Your mission is to destroy as many SLOW MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. The Enemy Space Objects appear two at a time as you guide your ship into space.

GAME 2

Your mission is to destroy as many SLOW MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. They appear one at a time as you guide your ship into space.

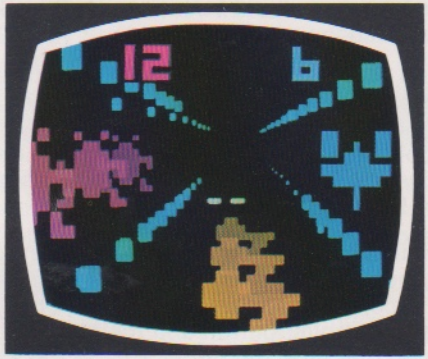
GAME 3

Your mission is to destroy as many FAST MOVING Enemy Space Objects as possible in 2 minutes and 16 seconds. They appear one at a time.

GAME 4

Your mission is to destroy as many FAST MOVING Enemy Space Objects as possible in two minutes and 16 seconds. They appear two at a time.

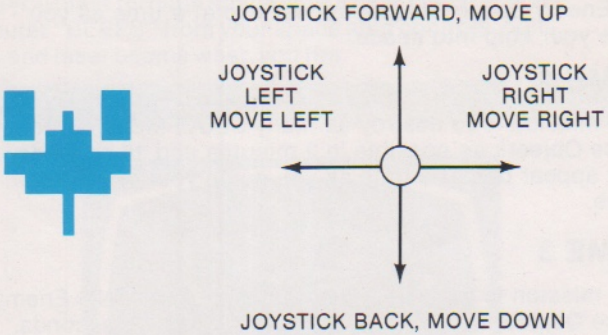
Two-Player Games



Space Window for Games 5,6,7,8,9

You are sitting in your Star Ship cockpit. Use the right Joystick controller to guide the Star Ship. The opponent uses the other Joystick Controller to steer the Space

Module that appears through the Space Window. Your score appears in the top right corner of the Space Window. The opponent's score is in the left corner.



Space Module Joystick Action

Only the Star Ship Commander can score in this game. But both players have a turn to be Commander of the Star Ship. This game lasts 4 minutes and 32 seconds. During the final 16 seconds of each game half (2 minutes and 16 seconds), the scores will flash at the top of the screen. After the first half of the game, the Module in the Space Window changes color from blue to orange. Then you become Commander of the Module and your opponent becomes the Star Ship Commander.

Your mission as Star Ship Commander? To destroy Enemy Space Objects and the Space Module you can see through your Space Window. As you chase the Module through space, make points when you zap an Enemy Space Object or when you destroy the Module. Lose 1 point when you collide with an Enemy Space Object or asteroid.

As Module Commander, you must avoid collisions and laser missiles from the Star Ship. The Module's major defense? The ability to become invisible. The Module Commander presses the red Controller button and the Module disappears when it is near the target area in the center of the Space Window. The Star Ship Commander scores 2 points when the Module collides with an Enemy Space Object or asteroid.

GAME 5

The space chase is on. And you must destroy the Space Module. There are no Enemy Space Objects in this galaxy. As Module Commander, you must avoid laser missiles.

GAME 6

Blast off into space after the Space Module. You must destroy the Module and try to avoid collisions with the indestructible SLOW MOVING ASTEROIDS that appear. If you are the Module Commander, avoid collisions and laser missiles.

GAME 7

Your mission? To destroy the Space Module and try to avoid collisions with the indestructible FAST MOVING ASTEROIDS that appear. As Module Commander, you must avoid collisions and laser missiles.

GAME 8

The space chase is on! You must destroy the Space Module and the SLOW MOVING Enemy Space Objects that appear one at a time from deep space.

GAME 9

Catch the Space Module. You must destroy it and the FAST MOVING Enemy Space Objects that appear one at a time from deep space.

WARP DRIVE (One-Player Games)

You are sitting in your cockpit watching space whiz by. With the right Joystick Controller, steer your ship past the indestructible asteroids. Your mission? To cover as much distance as possible.

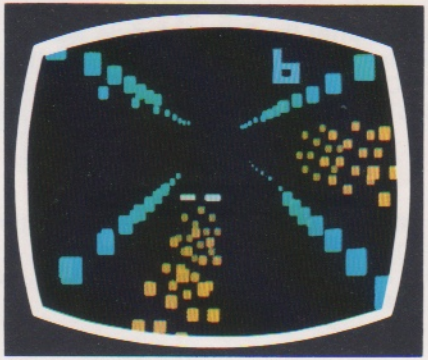
Your space meter ticks away each parsec* of distance in the upper right corner of the Space Window. You lose one parsec each time you collide with an asteroid.

To increase your speed into space, press the red Controller button. You'll hear the engines roar into the fastest speed of all--Warp Drive. During the final 16 seconds of each game, your score will flash off and on at the top right of

*Parsec - A measure of space distance which equals 19.2 trillion miles.

the Space Window. Warp Drive game last 2 minutes and 16 seconds.

Throughout your space race against time, you'll hear the sound of your Space Ship engines, computer "BEEPS" from your Space Ship controls, and collisions.



Space Window for Games 10, 11

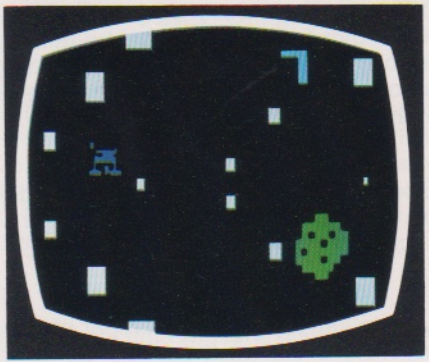
GAME 10

Cover as much distance as possible while avoiding collisions with ASTEROIDS that appear one at a time.

GAME 11

Cover as much distance as possible while avoiding collisions with ASTEROIDS that appear two at a time.

LUNAR LANDER™



Space Window for Games 12,13,14,16,17

You've explored space. Now your mission is to explore the moon. You control the Lunar Lander on the Space Window with your Controller Joystick. The game or another player controls the movement of the moon. Score one point for every successful landing your Lunar Lander makes.

Lunar Lander

NOTE: When the Lunar Lander or the Moon is moved off the top, bottom or sides of the Space Window, it will reappear at the opposite side. For example, the Moon moves off the top of the Window and reappears at the bottom of the Window.

Moon

You'll hear space sounds: computer "BEEPS" from your Lander controls, collisions and retro fire from your rocket engines.

One-Player Games

Each one-player game lasts 2 minutes and 16 seconds. The computer controls the movement of the moon. You control the movement of the Lunar Lander with the right Controller Joystick. Score one point for every successful landing your Lander makes. Before you can make a perfect landing, remember to fire your retro rockets by pressing the red Controller button as you land.

GAME 12

Using the right Controller, you steer the Lunar Lander. The computer controls the movement of the moon. Score one point for every successful landing.

GAME 13

Using the right Controller, you are commander of the Lunar Lander while the computer moves the moon. Score one point for every successful landing. You must avoid collision with SLOW MOVING METEOR SHOWERS. Lose one point when you collide with a meteor. Meteors do not affect the moon.

GAME 14

You control the Lunar Lander with the right Controller. The computer controls the moon. Score one point for every successful landing. You must avoid collision with FAST MOVING METEOR SHOWERS. Lose one point when you collide with a meteor. Meteors do not affect the moon.

Two-Player Games

Control the Lunar Lander with the right Joystick and your score appears in the top right corner of the Space Window. The other player controls the moon with the left Joystick and that score appears in the left corner. Only the Lunar Lander Commander can score one point for each successful moon landing.

The two-player games last 4 minutes and 32 seconds. After the first half of the game, the Lunar Lander changes from blue to orange, and the right Joystick controls the moon's movement; the left Joystick then controls the Lunar Lander. That way, both players have a chance to score. During the final 16 seconds of each game half (2 minutes and 16 seconds), the score will flash at the top of the Space Window.

GAME 15

You control the movement of the Lunar Lander. Another player controls the moon. Score one point for every successful landing. As controller of the moon, you must try to avoid contact with the Lunar Lander.

GAME 16

Score one point every time you land on the moon. Your only obstacles are SLOW MOVING METEOR SHOWERS. When the Lunar Lander collides with a meteor, you lose one point. As controller of the moon, you must try to avoid contact with the Lunar Lander. Meteor showers do not affect the moon.

GAME 17

Score one point every time you land on the moon. Your opponent controls the moon. Your only obstacles are FAST MOVING METEOR SHOWERS. When you collide with a meteor, you lose one point. As controller of the moon, you must try to avoid contact with the Lunar Lander. Meteor showers do not affect the moon.

STAR SHIP™ GAME PROGRAM™

Printed in U.S.A.

	Star Ship™									Warp Drive		Lunar Lander					
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Number of Players	1	1	1	1	2	2	2	2	2	1	1	1	1	1	2	2	2
Fast Flying Space Objects																	
Double Objects																	
Asteroids or Meteors (0 pts)																	
Space Robot (3 pts)																	
Flying Saucer (2 pts)																	
Space Fighter (1 pt)																	
Space Module (2 pts)																	
Lunar Lander																	
Moon																	